

GAME BOY ADVANCE

SHREK

RGB-RS4E-USA

Swamp Kart Speedway



Instruction Booklet

TDK

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
COMIC MISCHIEF

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

SHREK

TM

Swamp Kart Speedway

Table of Contents

Controls
Getting Started
Gameplay
Power-Ups
The Fairylands
The Racers

3
4
9
10
12
16



Background

Shrek has always loved his home-sweet-swamp, but ever since Lord Farquaad™ declared it the "Kingdom's Grand Dumping Ground" there has been more junk around than any swamp needs. That meant it was time for a little spring cleaning. Shrek gathered up what he could find and made himself a lean, mean ogre kart. But what good is a kart, without a race? So, Shrek has rounded up the fairy tale troops to compete in the craziest, most twisted roadster challenge ever. Word has it that the winner is in line for a big prize... the Dragon's loot!

The question is, who will be victorious in the race for the Dragon's loot?

Controls

A Button

B Button

Control Pad ↓

Control Pad →

Control Pad ←

L Button

R Button

Gas

Brake

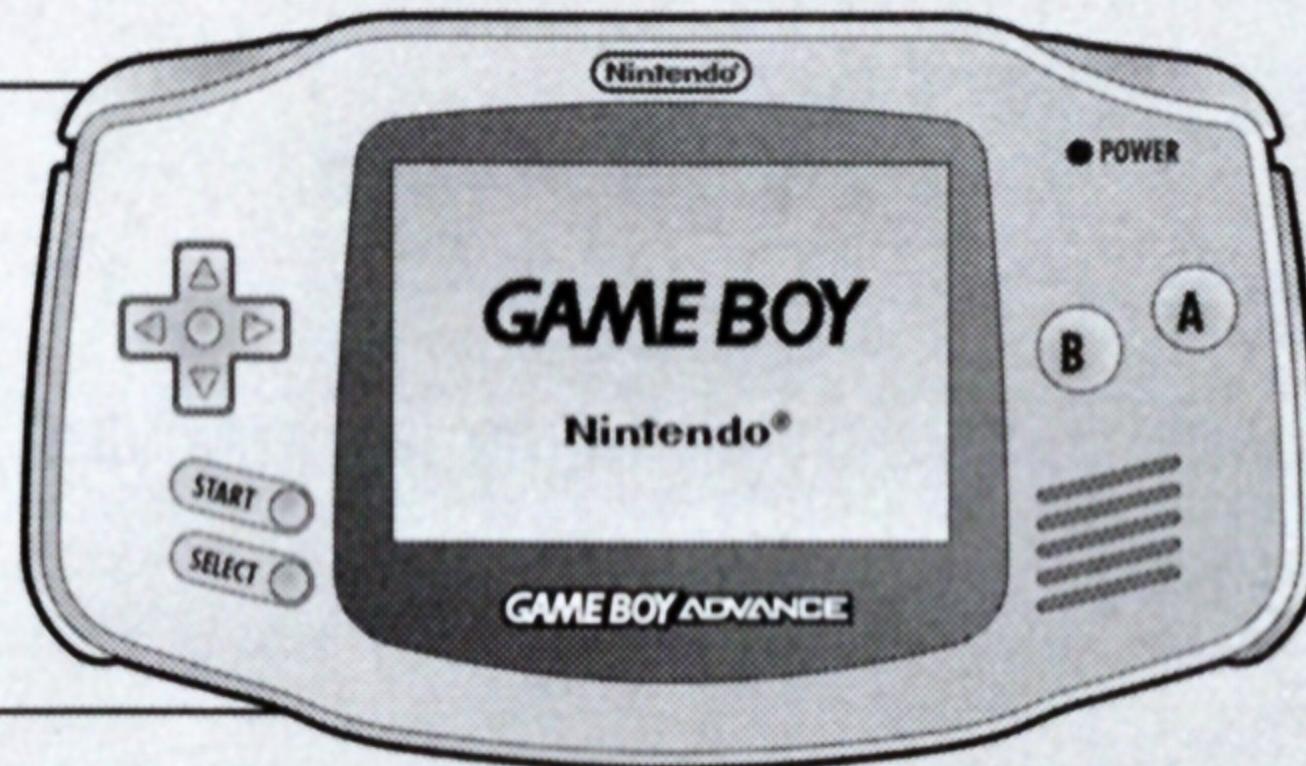
Reverse (with B Button)

Steer Right

Steer Left

Use Power-Up / Ability

Hop / Power Slide



Special Controls

Hopping

A short hop can be made by pressing the R Button.

Power Slide

During a race, racers can power slide while cornering. This means that you can make a "perfect turn" around corners for sharper turning and add a brief burst of power at the end of the slide by holding the slide for 90 degrees or greater. If you hold the slide too far (120 degrees) the kart briefly spins out of control.

To activate the power slide, hold down the R Button and use the Control Pad Left or Right to steer in the desired direction. Releasing either held button ends the power slide.

Reverse

Hold Down on the Control Pad and press the B Button to move the kart in reverse.

1

Getting Started

Getting Ready

Insert the Game Pak into your Game Boy® Advance system and turn the power ON.

WARNING: Inserting the Game Pak when the Game Boy® Advance is already on might result in damage to the Game Pak.

Language Selection

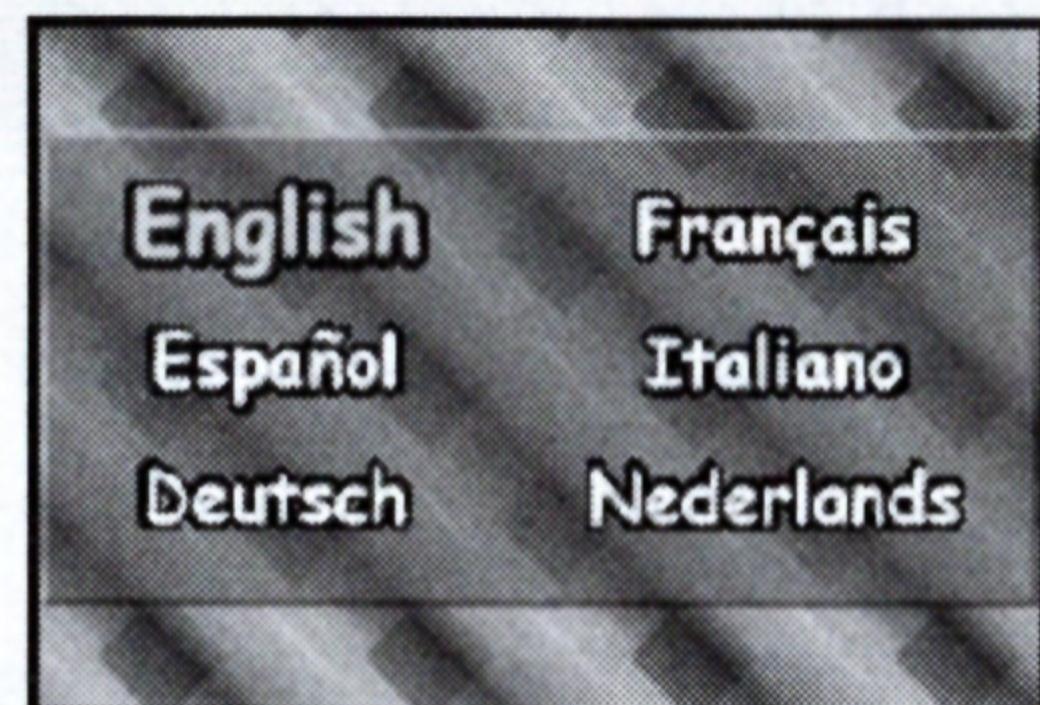
The first time you play Shrek™ Swamp Kart Speedway, the language selection screen will appear. Use the Control Pad to select your language and press the A Button to confirm. You can change the language setting in the Options menu later, if you like.

Main Menu

After the introductory screens have played, you will be taken to the Main Menu. From here you can begin a Single Player or Multiplayer game, or access the Options menu.

Options

Shrek™ Swamp Kart Speedway provides the following options:





Difficulty

The Difficulty level determines the position in which your racer must finish to advance in Single Player: 1st, 2nd, or 3rd. Some features may only be available at certain Difficulty levels. All of your files are saved under each Difficulty level separately. For example, to access your previous Easy games, set Difficulty to Easy before proceeding to the Single Player menu.

Language

You can use this function to access the Language Selection Menu if you need to change the language setting. Select a language with the Control Pad, and confirm by pressing the A Button.

Reset Game

WARNING: This function will set the Game Pak back to its original settings. Progress in the current game will be lost. Any unlocked secrets will become "relocked."

Single Player

In the Single Player menu, you can start a new game, continue your previous game, or access training to compete against the clock.



E

Select Racer

Run Shrek™ Swamp Kart Speedway with the racer of your choice. If you have raced previously with a selected racer on the currently selected Difficulty level, their unlocked tracks will be remembered.

Each track is 3 laps. Win or place in the first track to open the 2nd and 3rd tracks. Win or place in these tracks to open the Boss Track. Defeat the boss to open the next Fairyland. Defeat Lord Farquaad in the final race to win the game!

Continue Game

All of your racers' progress is saved separately under each Difficulty level. Select Continue Game to go straight to the last game you were working on at that Difficulty setting.

Training

Select Training to refine your racing skills on the track of your choice. You may select any unlocked racer and any track.

Multiplayer

See page 22 for information about connecting Game Boy® Advance systems. After checking all cable connections, each player should use the Control Pad to choose Multiplayer on the Main Menu. Player 1 will select the mode. There are three Multiplayer modes:

Multiplayer Race

In Multiplayer Race mode, 2 to 4 players race against one another. Any tracks available in Single Player mode are available in Multiplayer Race mode. The rules are the same as in Single Player race mode.

Knight's Tournament

In Knight's Tournament mode, 2 to 4 players engage in vehicular combat on any of 4 unique tracks. Damage points are delivered by attacking the other player with pumpkins. In Knight's Tournament, the goal is simply to hit the other players as often as possible in a 2 minute time limit. If a player is shot, the person who shot them is credited with a "KO" while the hit player is given a "Wreck." At the expiration of the 2 minutes, time is up and is followed by the score screen. The score is based on all "KO's" being worth 1 point and "wrecks" scores being worth -1.

F}

Parfait Getaway

In Parfait Getaway mode, 2 to 4 players compete to see who can hold on to the Parfait the longest. The racer who holds the Parfait for 2 minutes wins. This time can be reduced by 15 seconds by completing a lap while holding the Parfait.

Picking up the Parfait is as simple as driving over it when it is on the road. When you pick up the Parfait, and as long as you possess it, you will not be given any other Power-Ups or special abilities. However, you can still drive over the items to temporarily take them off the map so other players cannot collect them. While you have the Parfait your timer counts down, starting at 2:00:00. As long as you still possess the Parfait your timer will continue to count-down, but once you lose it, your timer will stop at whatever number it was on when the Parfait was lost. If you pick up the Parfait again, the timer resumes from the point it was stopped at.

If you are ever hit or spin out you lose the Parfait and cannot pick it back up for 3 seconds.

Once a player has held onto the Parfait for 2 minutes, the game ends. Hitting a button takes them to the score screen where all 4 players are shown how much time they had left to hold the Parfait before they would have won.

Gameplay

The information in this section applies to all Single Player and Multiplayer modes except where noted.

Selecting A Racer

In a Single Player New Game, Single Player Training, or any Multiplayer mode, your first stop is the Select Racer menu. Use the Control Pad to highlight the racer of your choice, and press the A Button to confirm. Highlight each with the Control Pad to see their handling, speed and recovery ratings. Details on all of the racers are available on pages 16-21.

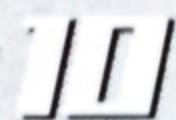


Selecting A Track

After choosing your racer, the Fairyland Map will appear. In Single Player modes, use the Control Pad to select a Fairyland, and press the A Button to confirm. Then use the Control Pad to select a track from the Track Map, and press the A Button to start the race. In Single Player or Race Mode you will only be able to select Fairylands and Tracks that you have unlocked.

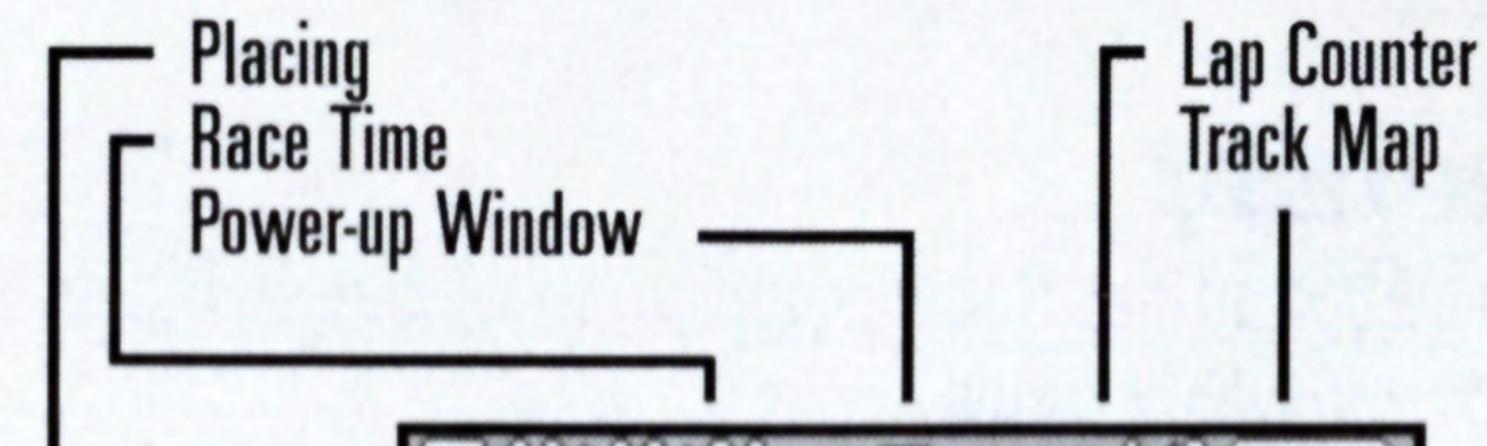
In Multiplayer modes, Player 1 makes the selections. In Knight's Tournament, note that there is only one track per Fairyland.





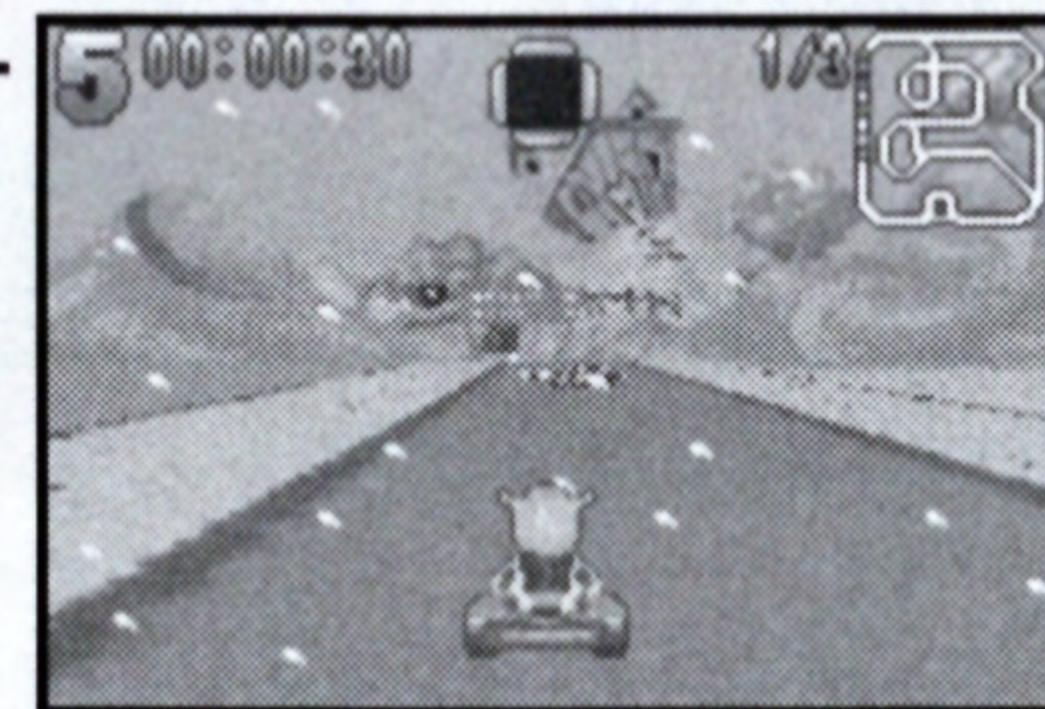
Heads Up Display

See graphic for explanation of HUD.



Pausing the Game

At any time during gameplay, you may press Start to access the Pause Menu. Use the Control Pad to select Resume, Restart, or Main Menu, and the A Button to confirm.

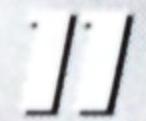


Power-Ups

The Fairyland Tracks are littered with various fairy tale books that can help, as well as a few that can cause some harm. White books contain good Power-Ups. But be careful, white books sometimes turn into black books, which contain bad Power-Ups. Books of either color will flash for a few seconds before switching.

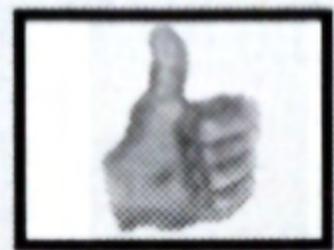
When you pick up a Power-Up, an appropriate icon appears in your Power-Up Window. Press the L Button to use good Power-Ups. Bad Power-Ups will magically disappear after a set period of time.

If you drive over a fairy tale book but you already have a Power-Up in your Power-Up Window, you will not pick up the new Power-Up.



The Glass Shoe

Three pumpkins will circle around the car. Each of these can be fired as a dumb fire missile at opponents in front of you.



Thumb's Up

All players but you are shrunk to a tiny version of themselves, which slows things down considerably.



The Red Cloak

No wolf will get in your way now! This protects you from all danger for 3 seconds. A large red hood will appear over your head and a cape will flutter behind.



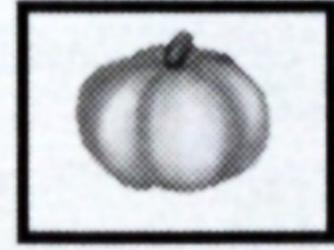
The Turtle and the Rabbit

Slow and steady wins the race... yeah, right! If you are the character who activates this Power-Up, you will speed ahead.



The Poison Apple (Bad Power-Up)

Take a bite and you'll be in snoozing for 3 long seconds. Watch out for that tree... oh, too late! You cannot control your kart while asleep.



The Pumpkin (Bad Power-Up)

Catch a pumpkin and one will land on you, making it very difficult to drive. Your left and right steering controls are reversed for a brief period.

Collectables

Items other than fairy tale books are known as Collectables.



Letters

Once you have successfully collected 4 Shrek "S" icons from various locations around the track your character's 'Special Ability' will become available for use. As an indication, a "Star" appears in your Power-Up Window. See Racers on page 16-21 for details about the special abilities.



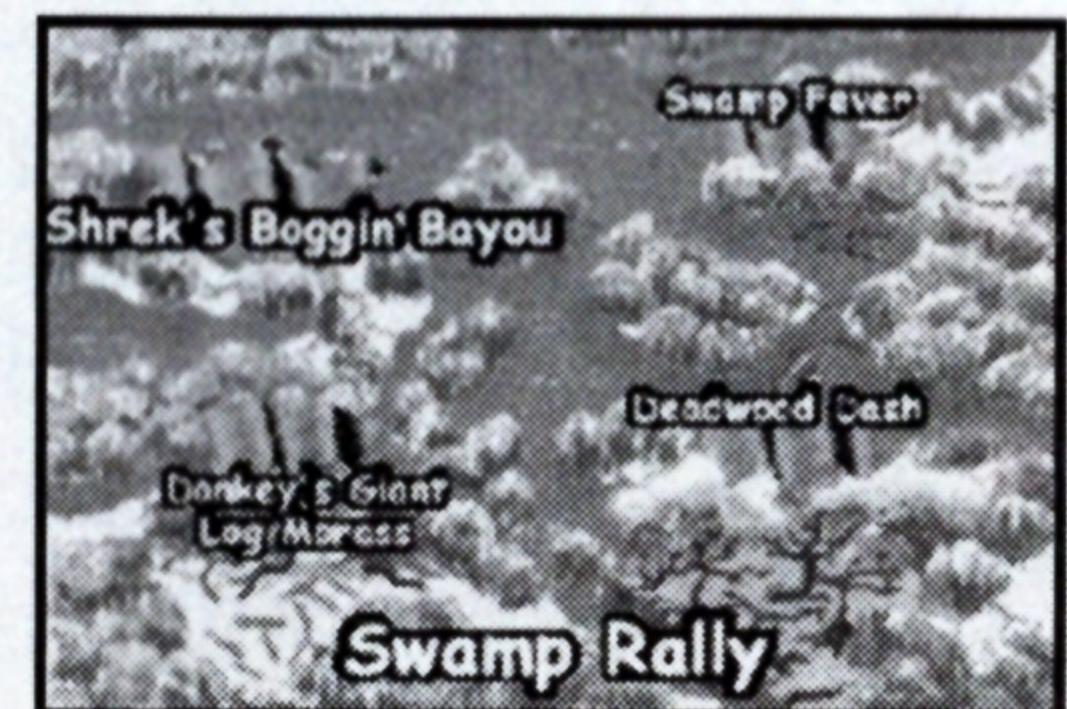
Horseshoes

Collecting horseshoes will increase your "luck." This applies to which Power-Ups you will receive when you strike a fairy tale book.

The Fairylands

Swamp Rally

The Swamp Rally takes place in Shrek's backyard. That means all the races here are in the slimiest place around, the swampland. The swampland is filled with mud holes and gullies that can easily slow down the racers. Since this is a swamp, there will be an occasional rain shower. This is the first Fairyland that must be completed. Donkey is the boss, and just like in the movie, even Shrek has trouble getting rid of this pesky critter.





Forest Run

The Forest Run is made up of the fairy tales The Red Cloak, The Pigs and Ginger Breadman, among others. Here the race will have curves and sharp turns with the occasional water hole and tree tunnel. This is the second Fairyland that must be completed in order for you to continue. To defeat Monsieur Hood, you must knock him out of the Tree Top Challenge.

Country Hustle

Once the Forest Run is completed, the race continues through the countryside. Race through serene landscapes starting with Sunflower Lane and continuing through Windmill Alley. Next you must race through the area where the ruthless Goldenlocks and Bears used to live. Finally, face The Wolf in the Big Bad Autobahn. The countryside is filled with many hazards and monstrous jumps. Here The Wolf is the boss and his stink-breath is a deadly deterrent.



J-1

Dragon Strip

The Dragon Strip is the final Fairyland that must be completed to win the game. Here you race through the badlands surrounding the lair of the Dragon, continuing across the suspension bridge to the halls around the castle and finally charge into the Dragon's lair where the gold is piled high. If you are the first player into the treasure room, you're going home with the loot!



Track Features

Speed Ups

If you drive over specially marked places on the track, the karts will get a boost of speed. Speed-ups last for 3 seconds and increase the kart's speed to the maximum rate.

Jumps

Players can catch some 'air' by launching off bumps in the road.

Pits

Along the tracks there will be pits that must be avoided. If you fall into a pit, the fairies will swoop down inside and pull you and your kart back out, placing you on the racetrack

Lakes

Lakes are large expanses of water that act like pits. If your kart goes into the lake, you are reset as if falling off the edge of a pit or bridge.

Mud

Some tracks will have muddy areas that must be avoided or they will spin the kart out.

Ice

Patches of ice cause the karts to lose traction for a moment sending them into a spin, but luckily not lose speed.

Maleficent Homing Storm Clouds

These mean little storm clouds like to chase racers and zap them with little lightning bolts. These bolts steal the letters you have collected to unlock your Special Ability.

JE

The Racers

Shrek™ w/Ogre Kart

Shrek has been working on the ogre-mobile from the junk that has been collecting in his swamp. Now Shrek is ready to take it on the road and show everyone what a real ogre is made of!

Handling: 5

Speed: 10

Recovery: 8

Special Ability: Gas Blossom

Shrek's gas gives his kart a temporary boost of speed. At the same time he emits a dark cloud that is hard to see through. Any kart trailing behind him will have difficulty seeing the track.



The Dwarves w/Glass Kart

Lady Luck is the name of the The Dwarves kart. Snoozy was just kidding, but the others took him seriously and slapped wheels on Slumbering Princess' glass-pack coffin. With her as their good luck charm they can't go wrong.

Handling: 10

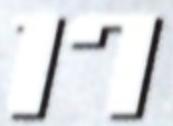
Speed: 5

Recovery: 3

Special Ability: Seven Axe 'a' Pickin'

The Dwarves can simultaneously hurl pick axes at the kart in front of them 3 times.





The Pigs w/Trough Kart

The Three Pigs weren't so lucky when they built their houses, so they grabbed the slop trough and made it go!

Handling: 8

Speed: 6

Recovery: 8

Special Ability: Slop, Slide and Away

The Pigs can tip their trough and spill slop onto the track behind, causing any racer that hits it to spin out of control.



Ginger Breadman w/Candy Kart

Ginger Breadman has baked up a surprise for his sweet ride. Yes, the Ginger is back and his crusty kart is oozing sugar, ready to blow crumbs at anyone who gets in his way!

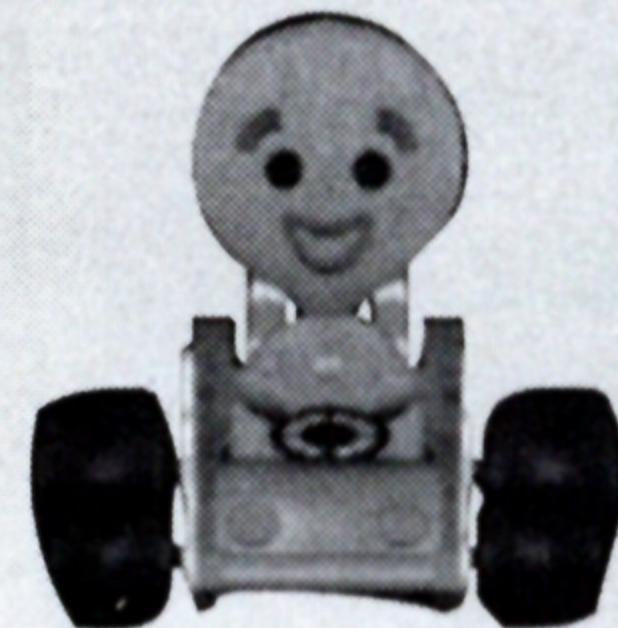
Handling: 10

Speed: 2

Recovery: 2

Special Ability: Candy Crust Cloud

Ginger Breadman can blow crusty crumbs, like a cloud of smoke, for a 3 second duration total per race. Make sure to use his crumbs wisely or you will really make a mess of things!



JF}

The Mice w/Cheese Kart

Look out ahead because these guys can't! The Mice have stolen the farmer's cheese block and gave it wheels. Don't get too close to the back of these racers or you are sure to get blind-sided when one of them cuts the cheese.

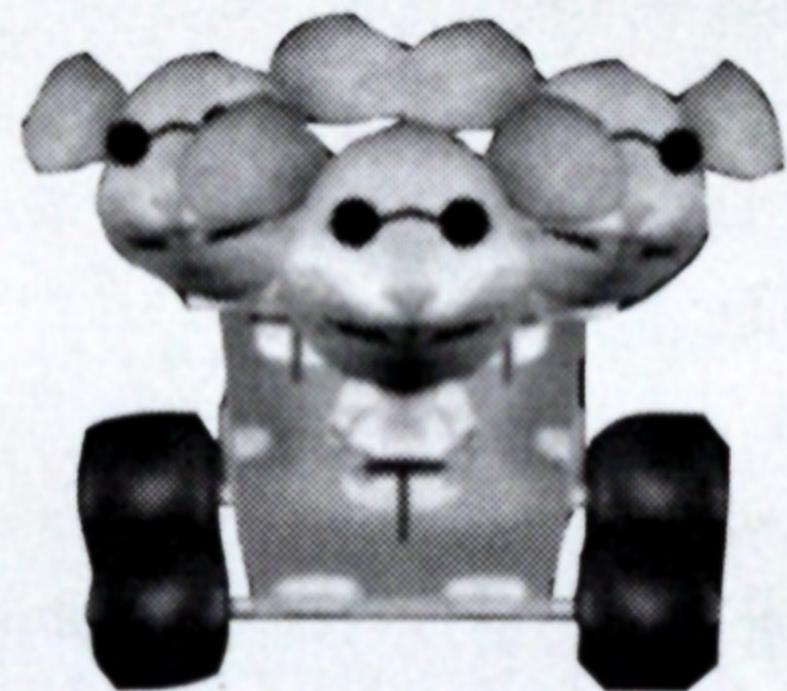
Handling: 10

Speed: 2

Recovery: 2

Special Ability: Cut the Cheese

The Mice gain the ability to drop cheese on the road behind them, temporarily slowing down any kart in their wake.



Princess Fiona™ w/Carriage Kart

The race wouldn't be complete without the lovely Princess and her luxurious carriage kart. Princess Fiona has borrowed Cindy Rella's carriage and given it a minor tune-up.

Handling: 8

Speed: 8

Recovery: 8

Special Ability: Ogre, Ogre

Upon player activation Princess Fiona changes into the Ogress Fiona and is invincible during that period.



Goldenlocks w/Bearskin Kart

Goldenlocks enters the race in her bearskin kart, 'donated' by her old buddies. Watch her on the turns 'cause it can get a little hairy.

Handling: 8

Speed: 5

Recovery: 10

Special Ability: Porridge Bowl

Goldenlocks throws her bowls of porridge to knock racers out of her way. Some are too hot, some are too cold, but when she hits... it's just right!



Thelonius w/Rack Kart

This bad boy sports the dungeon rack as his vehicle to wrench pain on all racers bold enough to cross his path. If they do he won't raise a fuss, he'll just 'bury the hatchet' into the back of their karts!

Handling: 2

Speed: 10

Recovery: 10

Special Ability: Splitting Head-Axe

Stay out of his way! Thelonius can whack his 3 axes into the back of the karts in front of him.



The Bosses

Donkey w/Barrel Kart

The first boss that you get to face is Donkey. He is the steed to beat in the Swamp Rally. Donkey has built his kart out of one of Shrek's old cider barrels and is just waiting to roll over the competition in his Giant Log Race.

Handling: 8

Speed: 5

Recovery: 8

Special Ability: Tappin' the Barrel

Donkey pours cider from his kart onto the road, causing any kart that hits wet track to lose control and spin out.



Monsieur Hood w/Crossbow Kart

Monsieur Hood is master of the Forest Run racetrack and he is the second boss that must be defeated. The Monsieur is back and he is ready to use his crossbow kart's bolts upon trespassers in his Tree Top Challenge.

Handling: 8

Speed: 8

Recovery: 8

Special Ability: Ballista Bash

He's swift, sharp and aiming in your direction. Monsieur Hood's kart can hurl crossbow bolts into the kart ahead of him.



The Wolf w/Bed Kart

The Wolf is wide-awake and enjoying breakfast as he slumbers onto the scene in his king-size bed on wheels. His granny gear is something to fear and his cozy bed-kart is all the better to beat you with!

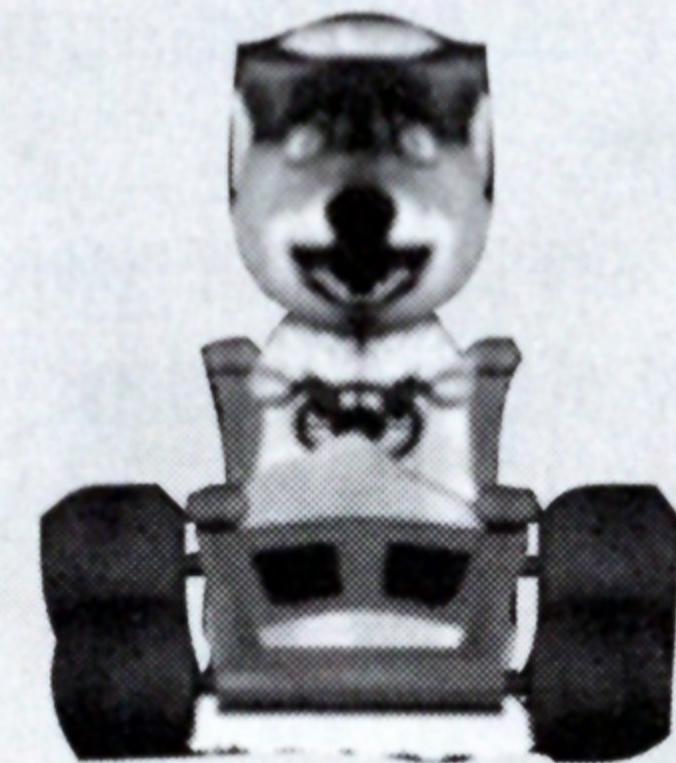
Handling: 5

Speed: 8

Recovery: 8

Special Ability: Halitosis Howl

You better hope that you can take the smell of his bad-breath as he huffs, puffs and blasts opponents a short distance, sending them into a temporary spin.



Lord Farquaad™ w/Armor Kart

Lord Farquaad has put his blacksmiths to work constructing his armored kart contraption. Made from the parts and pieces of his knights armor, this mighty kart is full of surprises. So far, no one has laid eyes on the secrets of this black armored kart.

Handling: 5

Speed: 8

Recovery: 8

Special Ability: Armor for All

Lord Farquaad's kart can grow armor completely around the cockpit, making him unstoppable to unruly subjects.



Multi-Pak Multiplayer Linking

Instructions:

1. Make sure that all the power switches are turned OFF. Insert Shrek™ Swamp Kart Speedway into the individual Game Pak slots.
2. Connect the Game Boy® Advance Game Link® cables and plug into the External Extension Connector on each Game Boy Advance system.
3. Player 1 will be the person who plugs the purple connector into his or her game system. That person will be in control of the rest of the game settings.
4. Turn the power switch on each Game Boy Advance ON. From the main menu, all players need to select multiplayer in order – player 1, player 2, player 3, then player 4.
5. Once everyone is visible on screen, Player 1 should select 'A' and proceed with the game.

Troubleshooting:

If you experience problems with linking Game Boy Advance systems, turn off all systems and try again. Watch out for the following:

- Make sure all Game Link® cables are fully inserted into all game systems.
- Do not remove the Game Link® cable during the transfer of data.
- Do not link more than 4 Game Boy Advance systems.
- You may experience problems if using any cables other than Game Boy Advance Game Link® cables.
- Do not link any systems that will not be used in play.

Credits

DEVELOPED BY PROLIFIC

Producer

Matthew Miller

Designer

Derek W. Frost

CEO

Russell C. Mix

CTO

Baron R. K. Von Wolfsheild

Programming Director

Network Programmer

William Ware

Lead Programmer

AI Programmer

Tools Programmer

Chris "C.C." Chu

Programmer

Tools Programmer

Technical Design

James J. Host

Lead Artist

Elisa Suetake

Background Artist

Tile Artist

UI Artist

Courtney Werner

Concept Art

Michael Lombiao

Sound Designer

Brian Gaul

Tester

Christopher Louie

Concept

Philip Blood

Level Designers

Stephen LeRoy

Jeff Bedrick

Production Services

Ronald B. DeRuyter

James L. Rathbun

Special Thanks

Emi Joy

Wendy Miller

Brad Nelson

Rebecca Timohovich

Dog: Kipling

PUBLISHED BY

TDK MEDIACTIVE, INC

Executive Producer

Vincent Bitetti

Executive Producer in Charge of Production

Peter Gould

Producer

Ken Fox

Associate Producer

Jeremy Rosenthal

Quality Assurance Director

Kevin Deadwylier

Quality Assurance Supervisor

Jeremy Rosenthal

Lead Tester

Tod Hostetler

Quality Assurance Team

Jose Amador

Lewis Hamilton

Alex "Tank" Becerra

Stiev Millis

Gavin Niebel

Chief Operating Officer

Shin Tanabe

Chief Financial Officer

Martin Paravato

VP, International Business Affairs

Eugene Code

VP, Global Marketing

Stefan Serwe

VP, Sales

Tanya Baker

VP, Operations

Lorena Billig

Brand Manager

Stephanie Ackerman

Original Music by

Alex Ball

Special Thanks

Dreamworks:

April Paradise

Rick Rekedal

Meaghan Nix

Shannon Nicosia

Paul Elliott

Lawrence "Shifty" Hamashima

211

PRODUCT SUPPORT / TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. You can also learn more about this game and find cool tricks and tips at www.shrekgame.com.

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 7:30am to 6:00pm PST at (818) 878-0505.

ORDER LINE

TDK Mediactive products can now be ordered over the phone. The number is (800) 877-4778. Please note that the order line is not equipped to handle technical issues.

WARRANTY AND SERVICE INFORMATION

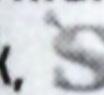
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Product Support Department at (818) 878-0505 or on the web at www.tdk-mediactive.com before returning the Product to a retailer.

If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he or she will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediactive, Inc.
26115 Mureau Rd., Suite B
Calabasas, CA 91302-3126
Attn: Product Support

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

COPYRIGHT

Shrek,  Princess Fiona, and Lord Farquaad™ & © 2002 DreamWorks L.L.C. Published and Distributed by TDK Mediactive, Inc.

All elements of this product have been copyrighted. All elements not originally created by TDK Mediactive, Inc. (hereinafter referred to as TDK MEDIACTIVE) are licensed by the respective licensors. Please refer to the insert and package for specific attributions, legal notices, and restrictions. This manual and all contents described within it are copyrighted. All Rights Reserved.

Under existing copyright laws, this product and associated package components (whether complete or only a portion thereof) cannot be copied without prior written consent of TDK MEDIACTIVE. The same property and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold. Under federal law, copying includes translating into another language or format. Using the audio segments in any multimedia presentation intended for audiences may obligate you to pay a small fee per person in accordance to ASCAP / BMI or other performer's rights organizations.

LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity) the end user, and TDK MEDIACTIVE. TDK MEDIACTIVE hereby grants to you, the owner of this product, a non-exclusive license agreement to use the enclosed software, subject to the terms and restrictions set forth in this non-exclusive agreement. If you do not agree to these terms as set forth herein, you must return the unused product to the manufacturer.

LIMITED WARRANTY

TDK MEDIACTIVE warrants that this product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on the duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES

TDK MEDIACTIVE's entire liability and your exclusive remedy shall be, at TDK MEDIACTIVE's option, either a return/refund of the price paid or repair or replacement of the product that does not meet TDK MEDIACTIVE's limited warranty and that is returned to TDK MEDIACTIVE with a copy of your receipt, evidencing the date of purchase. In no event shall TDK MEDIACTIVE's liability with respect to this limited warranty exceed the cost of replacement of the media on which the product is recorded. This limited warranty is void if failure of the product has resulted from accident, abuse, or misapplications. Any replacement of the product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product services offered by TDK MEDIACTIVE are available for the U.S. version of the product outside of the United States and Canada.

NO OTHER WARRANTIES

TDK MEDIACTIVE disclaims all other warranties, either expressed or implied, of merchantability and fitness for a particular purpose, with respect to the product and the accompanying written materials. TDK MEDIACTIVE does not warrant that the enclosed product or documentation is without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES

In no event shall TDK MEDIACTIVE or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this TDK MEDIACTIVE product, even if TDK MEDIACTIVE had been advised of the possibility of such damages. Because some states/ jurisdictions do not allow limitations on duration of an implied warranty, the above information may not apply to you. The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, expressed or implied. No dealer of TDK MEDIACTIVE product, nor distributor, TDK MEDIACTIVE agent or employee is authorized to make any modifications or additions to this warranty. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law that cannot be pre-empted.

SHREK

Fairy Tale FreakDown™

For the Game Boy® Color

It's a hassle at the castle
as you compete for the
title of "Ultimate Champion"
in Shrek: Fairy Tale FreakDown!™

Play one of nine characters
from the feature film "Shrek"
and make your fairy tale
opponents run run run all
the way home!



At Retailers Everywhere!

Shrek Fairy Tale FreakDown™ & © 2002 Dreamworks L.L.C. Nintendo, Game Boy, Game Boy Advance and the official seal are trademarks of Nintendo. © 2001 Nintendo. All Rights Reserved.



mediactive

TDK MEDIACTIVE
26115 MUREAU RD., SUITE B
CALABASAS, CA 91302
WWW.TDK-MEDIACTIVE.COM
PRINTED IN USA